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Atari Age

THE OFFICIAL PUBLICATION OF THE ATARI CLUB

March/April 1984 • VOLUME 2 • NUMBER 5

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THE COMPETITION ENDS IN THE BATTLEZONE

This is it—your third and final chance to join us at the Olympic Games, where six finalists will battle for the title of Ultimate Videogame Master, with the prizes and honors the title brings.

To be a winner in this nationwide high-scoring competition, you must submit a photo of your high score on a **Masters Series Cartridge—Gravitar, Quadrun** or **Battlezone.** There is still time to get your entry in for the **Quadrun** competition—see page 26 for information about that extraordinary Atari Club Exclusive Cartridge Introduction. And now we will accept entries in the last phase of the Masters Competition—**Battlezone.**

Everyone who submits an entry surpassing the qualifying score will receive an official VIDEOGAME MASTER patch honoring their achievement. And the top two scorers will win a trip for two to the 1984 Olympic Games in Los Angeles, to compete in the live, head-to-head finals. The challenge is intense. The rewards are spectacular.

The **Battlezone** awaits.

A MASTERFUL PRIZE PACKAGE

GRAND PRIZE

The Ultimate Videogame Master will win:

- An Atari Arcade Videogame!
- A Canon A-1 35-mm camera outfit!
- $1000 in cash!

FIRST PRIZE

The two top scorers for the **Battlezone** cartridge competition will win:

- A trip for two to the 1984 Olympic Games in Los Angeles to compete in the Videogame Masters Competition Finals.
- A Canon Snappy 35-mm camera.

SECOND PRIZE

The next three highest scorers for the **Battlezone** competition will win:

- An Atari 800XL Home Computer.

FOR EVERYONE WHO QUALIFIES AS A VIDEOGAME MASTER

Score higher than the posted Masters score on each game (for **Battlezone** it's 75,000 points) and win:

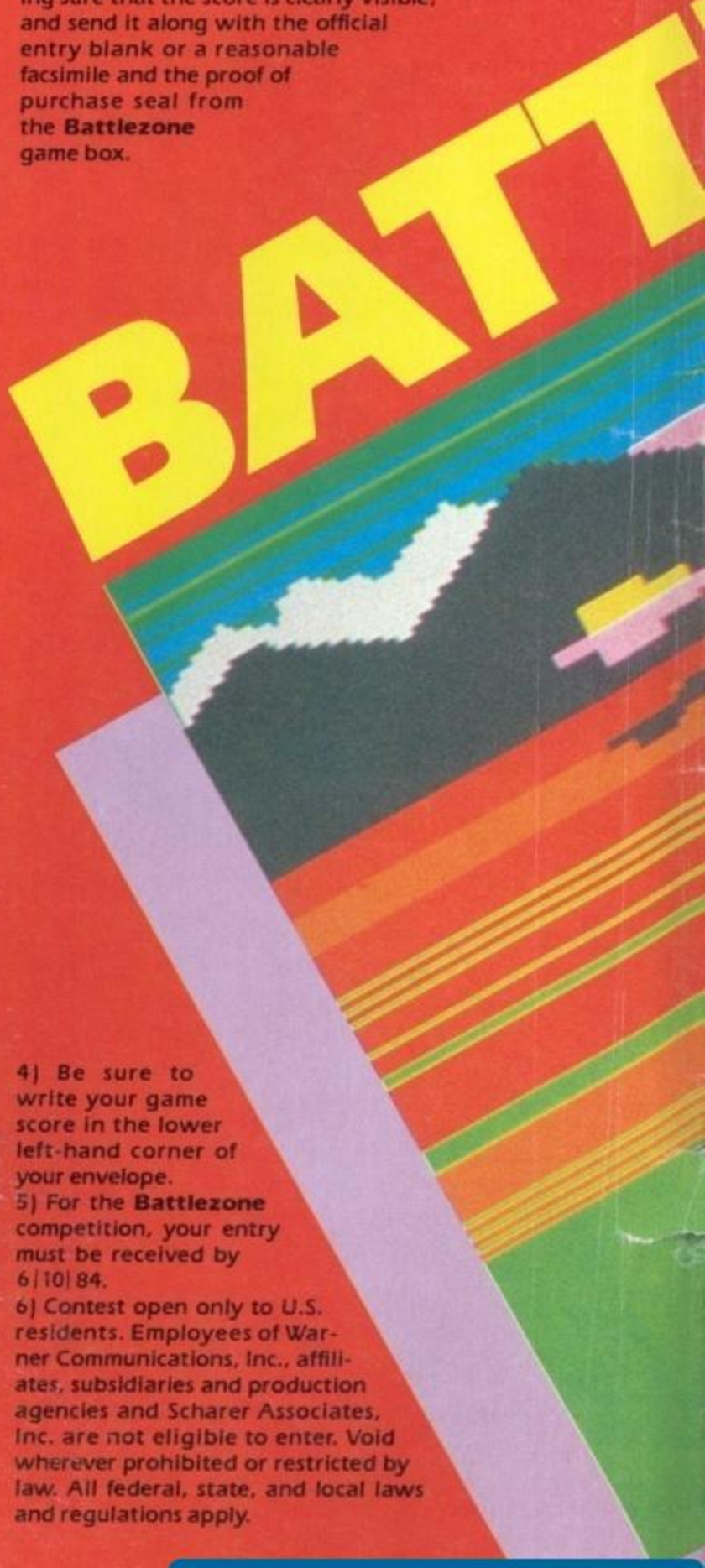
- A patch proclaiming you an official Atari Club Videogame Master.

HOW TO ENTER

1) The **Battlezone** contest is open only to members in good standing of The Atari Club and their immediate family residing at the same address. All entrants qualifying for prizes will be checked against the membership records of the Club to verify eligibility.

2) You will receive an official Videogame Master entry blank and complete rules with your cartridge, if you order now through the Club. If you already own a **Battlezone** cartridge, you can request a Masters Competition entry blank by sending a stamped, self-addressed business size envelope to Atari Club Battlezone Contest, Entry Blank Request, P.O. Box 5040, Great Neck, NY 11023.

3) Snap a picture (black-and-white or color) of the game screen showing your best score, making sure that the score is clearly visible, and send it along with the official entry blank or a reasonable facsimile and the proof of purchase seal from the **Battlezone** game box.



4) Be sure to write your game score in the lower left-hand corner of your envelope.

5) For the **Battlezone** competition, your entry must be received by 6|10|84.

6) Contest open only to U.S. residents. Employees of Warner Communications, Inc., affiliates, subsidiaries and production agencies and Scharer Associates, Inc. are not eligible to enter. Void wherever prohibited or restricted by law. All federal, state, and local laws and regulations apply.

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LEZONE

PHOTO TIPS:

For best results, take the picture in a darkened room with lights off. If you use an instant or Instamatic camera, tape opaque paper over the flash compartment or insert a dead bulb to force the lens open. DO NOT USE FLASH! (We suggest you try a few practice shots just to be safe).

BATTLEZONE The home version of the all-time classic tank battle game loaded with Tanks, Supertanks, Flying Saucers, Buzz Bombs, and non-stop action to test the abilities of any budding Videogame Masters. Think you're good? Prove it—enter the Videogame Masters competition **Battlezone** contest!

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March/April 1984
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Captain's Log

Yes, Virginia, there **is** a Captain Steve. That's me in the left-hand photo on page 5, and if you recognized me back in September, you may have won the Editor Hunt Contest (see page 10 for the winner's name). As for my "friends" at Atari who sent in entries identifying the photo of a basketball wearing an Atari Club scarf and hat as yours truly...

The gentleman in the photo on my right is the daring and resourceful Al Conner, the man who designs this magazine. And since this seems to be the issue for unmasking the folks who work on the Club, we've even included a photo of Jules Yingling, our dashing Club Manager. You'll find Jules' smiling face on page 11, in a photograph with someone who is **really** important—the winner of the Atari **SwordQuest FireWorld** competition. That's right, the second round of the four-part **SwordQuest** contest is over, and once again an Atari Club member has emerged victorious! So far, we're two for two—further proof of the superior gamesmanship of Atari Club members.

One area where Members have **not** excelled lately is following the directions for using ARCs. On the chance that it's our own fault for not making those directions clear enough, we've tried spelling out the whole program in greater detail on page 28. **Please** read it! What it all boils down to is that ARCs are valuable, money-saving tools for you, but only when they're used in connection with a specific ARC offer advertised in **Atari Age** or another Club source.

Now on to more good news—the amazing software being released for the Atari 2600 system. I think the new games designed especially for younger kids are tremendous, whether they're learning-oriented (the Atari Sesame Street Library cartridges) or just aimed at providing fun the whole family can share,

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like **Sorcerer's Apprentice** and the new **Taz** game. Don't let the cartoon graphics fool you, either—a game like **Taz** is fine for little brothers, but it can really fry you at higher play levels.

And if you're itching for arcade action on the Atari 2600 system, there's no hesitation giving a special recommendation to **Crystal Castles.** It's a fine example of the new look in Atari 2600 games—more moving objects on screen, flicker-free animation, and complex gameplay.

One more note before you move on—please don't take anything in our special April Fool's parody section seriously! I've been looking forward to doing this feature since Volume 1 Number 1, and The Powers That Be generously gave the go-ahead this issue. But the first time we get an order for a $1,200,000 Gemstick Controller, I'm in trouble!

Steve

P.S. We just found out that the deadline for entering the **SwordQuest WaterWorld** competition has been extended — there's still time to claim a prize worth $25,000, and win a shot at the $50,000 **SwordQuest** sword. The details are on page 11.

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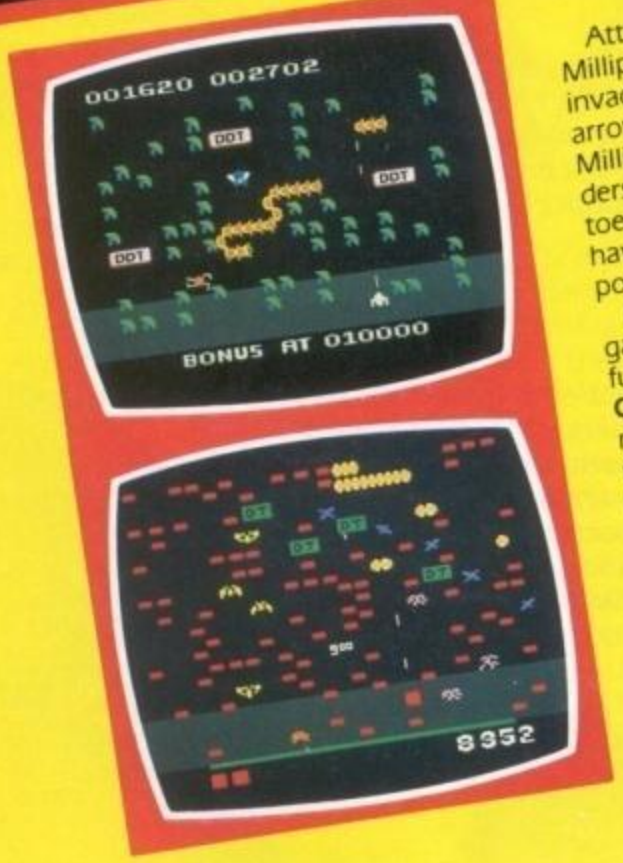
New Cartridge Report

Millipede



For Atari 2600 and 5200 systems

Attention all **Centipede** fans—an army of Millipedes, an even trickier breed of bug, has invaded the garden. You have plenty of arrows to shoot at them, but he warned—the Millipedes did not come alone. Jumping spiders, buzzing flies, bouncing beetles, mosquitoes, dragonflies, inchworms, and earwigs have also arrived, each with its own deadly powers!

Now **Millipede** is ready for Atari home gameplayers, and the action is fast and furious. **Millipede** shares many features with **Centipede**—the basic bug-blasting goal, the mushroom-dotted playfield, and the jumping spiders—but there are many new features which make this a hotter, more mindboggling contest than its classic cousin.

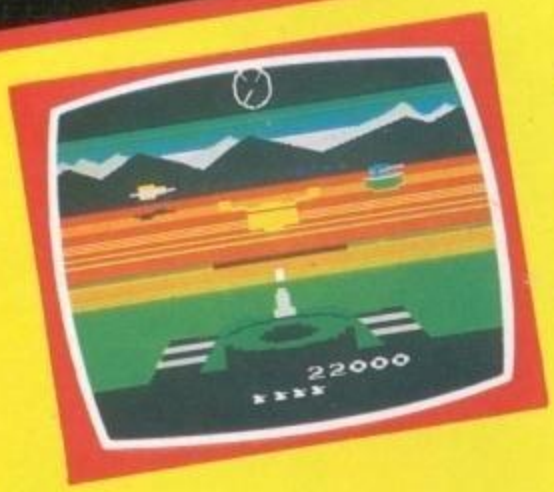
In **Millipede** the screen does not stay in one place—it changes as the game progresses. This shoots a hole in the time-honored tradition of arranging the mushrooms on a **Centipede** screen and maintaining that pattern till the end—now the mushrooms move closer to the shooter, and new mushrooms appear at the top of the screen.

There are lots of other new features in **Millipede,** including an entertaining infestation of all sorts of new bugs, and a new weapon in dealing with them—DDT. DDT deposits are placed in spots around the playfield. Hit them with your shooter and they explode into a cloud of poisonous DDT, guaranteed to wipe out any insect unlucky enough to run through it.

Scheduled for March release for Atari 2600, May release for Atari 5200.

Top Screen: Atari 5200
Bottom Screen: Atari 2600

Battlezone



AVAILABLE NOW FOR VIDEOGAME MASTERS COMPETITION PLAY

Like the arcade original, you are seated in the turret of a powerful tank looking out at the battlefield ahead. Keep one eye on the radar screen at all times—every blip that appears is an enemy looking for a fight.

You'll face five kinds of enemies in **Battlezone**, each posing its own special threat. First tanks and faster-moving Supertanks launch a punishing assault. They can blast you from any angle, but you have to be facing them to land a shot.

When Flying Saucers appear, you have a big scoring opportunity—they're worth 5,000 points each—but they're awfully hard to hit. And concentrating on one of these elusive targets can leave you wide open to a Tank attack.

Then the Fighters descend and really put the heat on—they zigzag toward your tank and, when they reach pointblank range, they veer to the side and fire right at you. Another formidable opponent in an astounding non-stop action challenge—**Battlezone.**

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Crystal Castles

For Atari 2600

There's good news for all of us who insist there's still plenty of life in the Atari 2600 system—**Crystal Castles** has arrived, and it's a beauty!

For those of you who haven't played the Atari hit arcade version of **Crystal Castles,** we have a lot of explaining to do in a small space. The hero of the game is Bentley Bear, whose goal in life is to zip through a series of Crystal Castles, collecting gems before they can be gobbled up by the wandering Gem Eaters.

Bentley and the Gem Eaters are not alone in the castles—far from it! Crystal Balls and Nasty Trees aggressively pursue poor Bentley too. Ghosts and skeletons move randomly around the castle, creating un-bearable peril. Then there's Berthilda the Witch, the evil mistress of the castle, who can only be eliminated when Bentley is wearing the Magic Hat, which makes him temporarily invincible.

If this sounds like a lot of action and variety, it is. There's lots of fast moves and strategic battle in a game of **Crystal Castles.** Can Bentley get the last gem in the castle, instead of letting an enemy get it? There's a bonus if he can, but it takes extra care. Gem Eaters can be eliminated, if Bentley catches them just as they're eating a gem—but it only takes them a split second to eat one, and bumping into a Gem Eater even a hair too late is fatal to our brave little bear. Are the extra points worth the risk? Are you quick enough to get away with some fancy footwork, or should you be more conservative and see how long you last? **Crystal Castles** puts you in control, with plenty of gameplay to master.

It seems incredible, but **Crystal Castles** for the Atari 2600 system boasts all the features we've mentioned, with excellent graphics and a surprising amount of top-notch musical harmony. Players progress from castle to castle, encountering a new and different layout with each turn. There are an infinite number of levels, progressively more difficult, as your enemies become faster and more aggressive. It's a three-dimensional maze-style game with enough special features to keep any player jumping. And if you have an Atari 2600 Trakball controller, the game becomes even better!

Scheduled for April release for Atari 2600

Stargate

For Atari 2600

If you thought **Defender** was a hot challenge, wait till you get your hands on **Stargate!** Once again, Atari has taken the souped-up arcade sequel to an already classic game and brought it home with results sure to challenge even the finest joystick jockey.

The invasion scenario of **Defender** is back—innocent humanoids on the planet surface being picked up by evil alien Landers and turned into horrible mutants. Your super space ship Defender is mankind's last hope for survival—thank goodness it's been outfitted with some powerful new weapaons!

First and foremost in your improved arsenal is the Stargate, a powerful stellar gateway to the universe. Fly through it while a humanoid is being abducted and you are immediately transported to his side, ready for the rescue. Catch some humanoids, keep them aboard your ship, and head through the Stargate—you'll be warped four levels forward in the game.

Your supply of missiles and smart bombs is aboard, and you've gained another defensive weapon as well—a mysterious force called Inviso, which renders you temporarily invisible. You can still fire while cloaked with Inviso, and anything you pass through will automatically be destroyed. Your supply of Inviso is limited, though, so use it wisely.

Nothing but good news so far, right? Sorry, but you're not the only one with new weaponry. The familiar **Defender** aliens have been joined by Yllabian Space Guppys, Firebombers, Dynamos, Phreds, and the dreaded Munchies.

If you've mastered **Defender,** here's a new set of pulse-pounding perils to challenge you. If you've never done battle with the Landers before, what are you waiting for—your fellow humanoids need your help here, just on the other side of the **Stargate.**

Scheduled for June release for Atari 2600—Advance orders now being accepted.

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TAZ

Good news, gameplayers—Atari is introducing the single most non-dietetic game in history, and turning you all into ravenous Tasmanian Devils with **Taz.**

The folks at Warner Bros. cartoons have created some of the most beloved cartoon characters in the world. Who doesn't love Bugs Bunny, or adorable little Tweetie Pie? But when they unleashed the Tasmanian Devil, they said "goodbye for now" to cute and cuddly. This voracious beast whirls like a tornado in a feeding frenzy, gobbling up everything in sight! There are dozens of hamburgers, ice cream cones, fudgesicles, sundaes, root beers and other goodies headed toward Taz. Your mission is simple—EAT!

One more time-tested cartoon ingredient has been added to this frantic feast—the ever-popular sticks of dynamite! Your Taz character zooms up and down and side-to-side on the screen, gobbling up food at breakneck speed. Sometimes, though, instead of a juicy tidbit coming down the lane, there's a stick of dynamite with a very short fuse. Gobble one of those by mistake and old Taz is blown to smithereens. Luckily, cartoons and videogames have a similar attitude toward explosions—being pulverized is only a temporary setback, and a new life and more fun are immediately available.

For Atari 2600

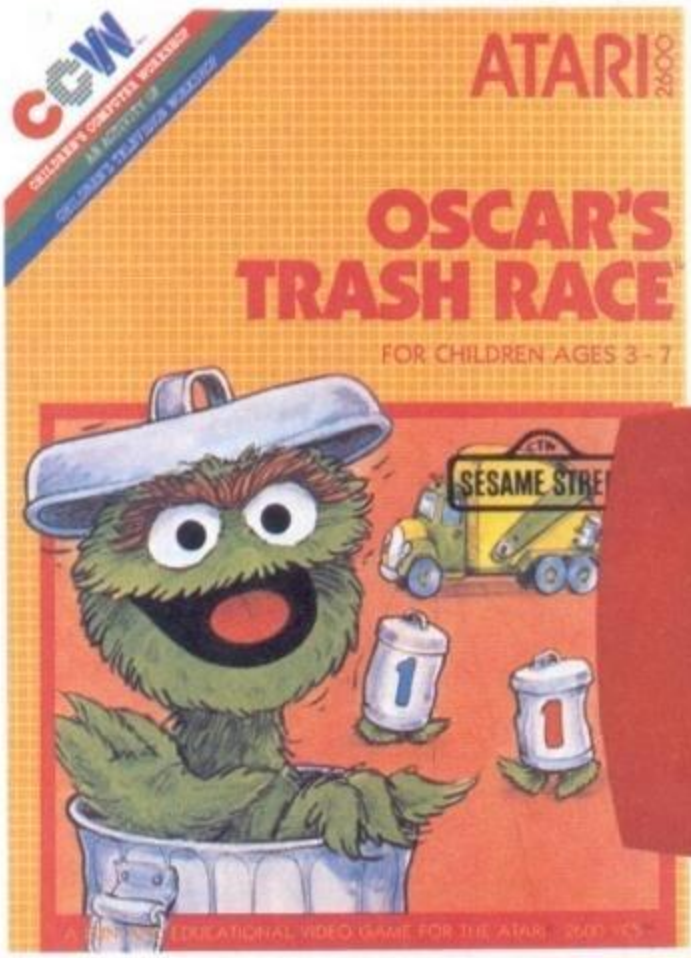
Scheduled for April release

OSCAR'S TRASH RACE

For Atari 2600

Another fun-filled game for preschoolers in the Atari Sesame Street Library collection, **Oscar's Trash Race** lets children 3-7 years old practice important numerical and prereading skills while playing with their friend Oscar the Grouch and a host of little grouches. In each game variation (there are seven in all), a garbage truck pulls up and drops a load of Oscar's favorite stuff—trash! Young players then count the trash on screen, steer the right grouch to it, load it up, and return to the finish line as fast as possible. Variations include both one and two player games, along with puddles for jumping and a guest appearance by Slimey the Worm as timekeeper in clocked rounds. All the games feature a big reward for a job well done—Oscar himself appears in his full-screen grouchy glory to delight his Sesame Street fans.

Note: **Oscar's Trash Race** and all the Atari/CCW cartridges are played with the Kid's Controller, a specially designed keypad with big buttons and colorful overlays to make gameplay easy for little people with small hands.



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LOVE TO PLAY ATARI VIDEOGAMES?

LIKE TO HAVE GAMES NOBODY ELSE HAS?

WANT TO KNOW WHAT'S COMING BEFORE EVERYONE ELSE KNOWS?

WANT MORE INFORMATION ABOUT HOME COMPUTERS?

JOIN THE CLUB!

We just got the results of some research, and learned something very interesting—the average copy of **Atari Age** is read by 5 people! That means 4 of you reading this magazine aren't members of The Atari Club. Of course, we're happy to have as many people as possible read the magazine. But wouldn't you rather have your own membership?

Club members get their own copy of **Atari Age**, the full-color Club magazine, delivered to their homes every two months.

They are eligible to win Atari Club contests with incredible prizes like computers, stacks of videogame cartridges, Trak-ball controllers—even a trip for two to the Olympics!

Members can collect ARCs and enjoy big savings on members-only ARC offers.

They can purchase Atari Club Exclusive Cartridge Introduction games—exciting new cartridges produced by Atari and offered only to Club Members.

And there are lots more members-only benefits coming in the months ahead.

A FULL YEAR FOR A BUCK!

That's right—to get as many people as possible signed up for Atari Club membership, we're offering a full year's membership, including six issues of **Atari Age** magazine and all the other benefits and privileges of Club membership, for just $1.

So don't wait—use the coupon below to become a member of The Atari Club. We make Atari fun even more fun!

YES!

I want to join The Atari Club.
Please start my 1-year membership right away.
I am enclosing $1.00.

Name_____

Address_____

City_____ **State**_____ **Zip**_____

Age_____ **Telephone #** (_____)_____

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USE THE ENVELOPE OPPOSITE PAGE 26,
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GAME-GRAMS

Dear Atari Club,
Concerning ARCs, I was wondering, what if your friend gave you his ARCs so you could buy something? Would you be able to do that? Also, how do Club members renew their membership?

Trevor Linhart
Sugar Land, TX

You can trade ARCs any way you want—give them to friends, or combine them and take advantage of an ARC offer together. This works especially well if you are part of a videogame club—have everybody pool their ARCs and add to the club's game and controller collection quickly.

As to membership, we will include a renewal notice with an issue of the magazine when your membership is expiring. A word to the wise—respond right away! We can't afford to do what some magazines do, sending you notice after notice to convince you to resubscribe. You'll get one or two notifications, and then we'll have to take you off the membership list. Don't let that happen—there's too much excitement coming up in the months ahead!

—Editor

Dear Atari Club,
In the Nov./Dec. issue of Atari Age *there are 56 cartridges in the listings. Jan./Feb. there are 43 cartridges. Mar./Apr. there are also 43. May/June there are 38, so from Dec. to May we (the Atari Club members) have lost out on 18 cartridges. What happened?*

Robert Galasso
Babylon, NY

Like movies, television series, books or records, videogaming is an entertainment business, and the latest release is the one people want. Atari has been removing older, less popular cartridges from its current product list slowly but surely. This has created an interesting phenomenon—collectible cartridges! Pretty soon, some of those older Atari games will be worth quite a bit to collectors. Look for some hints for game collecting, along with a complete checklist of every videogame Atari ever released, in an upcoming issue of *Atari Age*.

— Editor

Dear Atari Club,
Do you have to order something in order to enter in a contest? I've been wondering about this. I notice that it always reads "complete the order and entry form and send them together." Would it make me ineligible if I sent the contest entry alone?

Eric Stolarski
Houston, TX

You absolutely do *not* have to order anything to enter an Atari Club contest. We have sometimes asked members to send the order form along with the entry form to make sure the spaces for name, address, and club account number were filled in. You see, our winners *do* have to be members of the Atari Club! Recently, though, we've included spaces for all the necessary information right on the contest entry form, and will continue to do so to avoid confusion.

—Editor

Dear Atari Club,
I recently went to one of your computer camps and I thought it was SUPER. I had loads of fun and I learned a lot too. So I would just like to recommend it to all the fellow Atari Club members out there. If you're thinking about going to camp, this is the one!!

Oscar Fowler
Nogales, AZ

The Atari Computer Camps are not an Atari Club project—they're run by a separate division of Atari. But heck, those people are friends of ours, and we're more than pleased to pass along your recommendation to all the Club members out there. Anyone who wants to know more about Atari Computer Camps can call toll-free 800-847-4180 (in New York State call collect 212-889-5200).

—Editor

EXERCISE YOUR WRITES AS A CLUB MEMBER!
Don't give your letter-reading editor a moment's rest—send your questions and comments about Atari games to Editor, *Atari Age*, 120 Brighton Road, P.O. Box 5068, Clifton, NJ 07015. If we print your letter in the magazine, we'll send you the Atari game cartridge of your choice.

SOLUTION SECTION

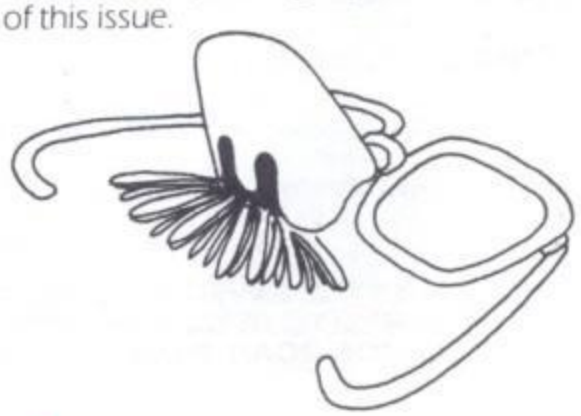
EDITOR HUNT CONTEST

You've heard of the Face That Launched A Thousand Ships? Well, perched precariously between your editor's shoulders is the Face that Launched Two Thousand Five Hundred Envelopes. Actually, we had hoped for even more response to the challenge of picking your own true editor's smiling face out from a panel of eight imposters. The contest, which ran in the September/ October 1983 issue of **Atari Age**, certainly wasn't short on tempting prizes!

Take first prize, for instance—an Atari 800XL home computer. Not too shabby—and we're sure Kent Britt of Indianapolis, IN will feel the same way when it arrives at his home.

Ten of you won Atari Remote Control Wireless Joysticks for simply finding the editors' bearded face in the crowd. Another hundred took third prize for the same feat, and received Atari 2600 **Jungle Hunt** cartridges for their trouble. Then 500 of you claimed 5 ARCs each for fourth prize.

The winning picture, by the way, was letter "D". You've probably already found the unmasked faces of both Steve Morgenstern and Design Director Al Conner (contest letter C) smiling at you from page 5 of this issue.



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ATARI WINS BIG IN ANNUAL ARKIE AWARDS

In the fifth annual Arcade Awards (Arkies), sponsored by Reese Communications and Electronic Games magazine, Atari once again demonstrated its leadership position in the videogame industry with six major awards, plus seven Certificates of Merit.

At the head of the parade of Atari award winners was **Ms. Pac-Man,** chosen Videogame of the Year in the 16K memory-or-less division. The judges wrote, "**Ms. Pac-Man** is more than just another 'good game', because its graphics are tied to excellent play-action."

Other first place finishes include **Vanguard** for the 5200 system as Best Science Fiction/Fantasy Videogame, **Centipede** as Best Computer Action Game, **Kangaroo** for the 5200 as Best Arcade-to-Home Videogame Computer Game Translation, **Pole Position** as Coin-Op Game of the Year, and **Xevious** as Best Science Fiction Fantasy Coin-Op Game.

The following games were awarded Certificates of Merit:

Centipede (Atari 5200), Videogame of the Year, 16K or more memory

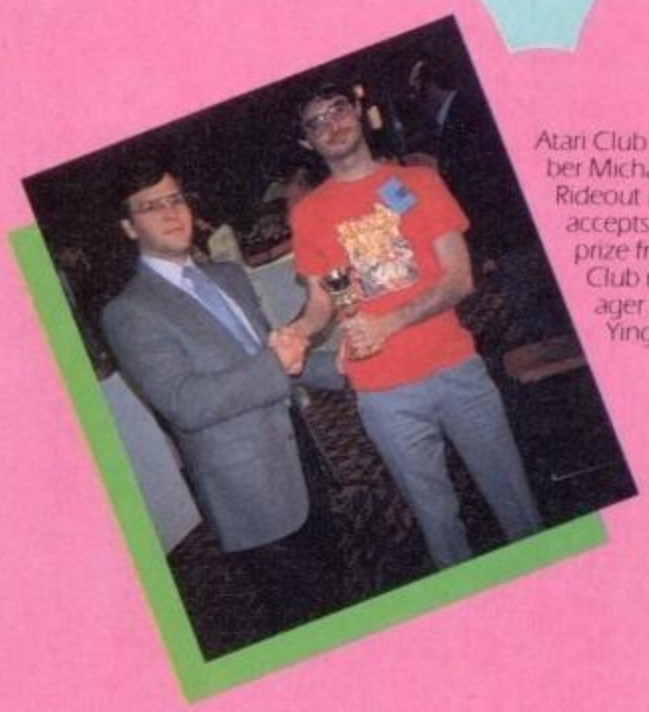
Phoenix and **Moon Patrol** (Atari 2600), Best Science Fiction/Fantasy Videogame

Qix (Atari 5200), Best Videogame Audio/Visual Effects, 16K or more memory.

RealSports Baseball and **RealSports Football** (Atari 2600), Best Sports Videogame

CLUB MEMBER WINS FIREWORLD CONTEST

The second contest in the four-part **SwordQuest** competition is over. In January, 50 finalists were flown to Atari headquarters in Sunnyvale, CA to play head-to-head in a specially programmed version of **FireWorld**. The first to finish this puzzle would claim the **FireWorld** prize—a 24K gold chalice studded with diamonds ,rubies, and other precious gems, valued at $25,000. Fifty minutes into the play-off, one set of eyes come unglued from the television screen. They belonged to Michael S. Rideout, an Atari Club member from Aiken, SC. Victory was his—not only did he receive the golden chalice, but he won the right to return for the **SwordQuest** finals, the ultimate test in the series. The winner of this last competition will take home an incredible jeweled sword valued at $50,000.



Atari Club Member Michael S. Rideout (left) accepts his prize from Club manager Jules Yingling

Two of the **SwordQuest** prizes have been claimed so far, and both have gone to Atari Club members—loyal readers will remember that Steven Bell of St. Clair, Michigan won a gold talisman valued at $25,000 by capturing the **EarthWorld** championship in May, 1983.

BULLETIN: The deadline for the third leg of the **SwordQuest** competition, **WaterWorld**, has been extended. The new deadlines are: entries postmarked by April 15, 1984, and received by the judging agency by April 30, 1984.

ATARISOFT— ATARI HITS FOR MANY SYSTEMS

A hot new name has burst on the computer scene—**ATARISOFT.**

In just six months, **ATARISOFT** released six major arcade hits for five computer systems, plus Colecovision and Intellivision. Thirty-seven titles in all were available by Christmas, with seven more available soon afterwards.

The **ATARISOFT** line includes sizzling software titles for Commodore, Texas Instruments, IBM and Apple computers, along with the Coleco and Intellivision game systems. Some of the games already released include **Pac-Man, Centipede,** and **Defender** for all seven systems, and **Pole Position, Moon Patrol, Ms. Pac-Man, Joust, Dig Dug** and **Jungle Hunt** for all except Intellivision. For the complete ATARISOFT selection, check with your local videogame or computer software dealer.

Arcade hits are only the beginning from **ATARISOFT.** Throughout 1984 **ATARISOFT** will introduce exciting home management, personal development, and learning software.

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ATARI UNCOVERS VALUABLE "LEGACY"

Many of the hottest cartridges Atari produces are adaptations of arcade games, but there's plenty of originality to be found at Sunnyvale, CA headquarters too. Here's the scoop on a spectacular new game headed for release on both Atari 5200 (tentative) and Atari home computer systems in the next few months. The title —FINAL LEGACY.

FINAL LEGACY takes place in a futuristic setting of all-out warfare. Land-based automated missile bases are your primary target. You command a heavily armed ship called The Legacy, which is equipped for battle on three fronts—torpedo combat against enemy ships, sea-to-land raids to blow up the hostile missile bases, and sea-to-air defensive weapons which you train on incoming missiles to destroy them before they can impact on your cities.

There are four entirely different game scenes to play, each requiring it's own set of videogaming skills. First is the Navigation screen—it's a map showing your ship's position, the location of the enemy missile bases, and the deployment of enemy ships. Take your ship within range of a missile base and switch to Sea-to-Land mode. You are now watching a scanner which lets you target enemy missile sites and blast them with powerful E-Beams. Unfortunately, as soon as you open your attack, the missile base fires its full armament, so you'll have to polish off the bases fast and shift into another battle mode, Sea-to-Air, to blow up those incoming missiles before impact.

Of course, you're not alone on the high seas. Warships, Hunters, and Intelligence Ships are after you, and your only hope for surviving is a keen eye and fast joystick in Torpedo mode, the sea battle segment of **Final Legacy**.

There are plenty of additional complications to keep the game interesting, including strategic maneuvering, damage control, fuel conservation, and lots more. Another important feature is the full range of skill levels available. There are six in all, ranging from Ensign up to Fleet Admiral, so beginners can play successfully while experts have plenty of challenge available.

There is only one game on the market today which even vaguely resembles **Final Legacy**, and that is **Star Raiders**. While the two games are very different from one another, they fit into a category of videogame which has rarely been done well—games which test both battle strategy and arcade-style play skills. Players were sharp enough to recognize the superb qualities of **Star Raiders**, even though it was not a well-known arcade title, and made it one of the most successful computer games ever. We predict similar popularity for **Final Legacy**—watch for news of its release in an upcoming **Atari Age.**

PLAN NOW FOR TRIP TO THE ZOO

Atari has a new job for you. In the home adaptation of the Taito arcade hit **Zookeeper**, you are Zeke, the man who keeps the animals from behaving like, well, animals. They have a nasty habit of breaking out of their enclosures. You can't let a bunch of camels, elephants, lions, and snakes run loose!

No, you have to run around that enclosure and, as the animals eat away at the brick walls, replace the bricks to keep them in.

There's more to the gameplay, as you might expect. For one thing, bonus objects keep popping up at different spots on the wall—reach them before they disappear for extra points. When an animal does escape, you have to avoid it, either by running away or jumping over, or there will be one less Zeke at the zoo. You do have another weapon in your fight to best the beasts—a net appears occasionally, and you can use it to pop escapees back into their cages, if you grab the net and reach the creatures in time.

So far we've only described what happens on the first screen—you still have to rescue Zeke's true love, Zelda, from a coconut-tossing monkey. To do that, you scramble up a series of moving ledges, ducking the coconuts and grabbing bonus objects as you climb to the top.

The frantic arcade fun of **Zookeeper** is scheduled for release for the Atari 2600 system.

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The Construction of CRYSTAL

At the Atari Coin-Op Games Division, there is a proverbial magic bag of game ideas, gleaned from countless brainstorming sessions over the years, to which programmers and engineers go to begin a new project. The ideas are usually no more than a few vague phrases or a rough design sketch. For example, the original idea, jotted on a file card, from which **Centipede** sprang, stated simply: "A segmented worm that the player controls to crawl across the screen." From that basic thought came one of Atari's most popular games ever.

A finished game often bears little resemblance to the original idea. It sometimes seems, in fact, that selecting a game idea from the brainstorming session files is simply a time-honored ritual among Coin-Op game designers, adhered to for tradition's sake. But all good games have to start somewhere, and the ideas in the Coin-Op grabbag are often springboards for greater works of the imagination.

Crystal Castles, one of Atari's newest coin-operated video games, is a case in point. According to the **Crystal Castles** project leader, Scott Fuller, the original game idea that he and his crew selected was for a variation of the classic Atari game **Asteroids.** In the variation, the game was to be played in a simulated three-dimensional landscape of mountains and valleys from which the player would have to avoid or destroy rocks falling from space. Since the playfield resembled a topographical survey map, the name TOPOROIDS was invented, from TOPOgraphics and asteROIDS. According to Scott, it was the unpopularity of that name, that killed the original idea and turned an outer space shoot-em-up into an adventure maze chase game.

Scott and his group retained the basic elements of the idea, though they altered the form considerably. The rugged landscape has become a series of elaborate castles and dungeons; the asteroids have turned into ruby-like jewels that litter the castles' passages; and the player is now represented by a cute but determined little teddy named Bentley Bear. Bentley's foes still descend upon him from the sky, but they have taken the form of witches, crystal balls, evil trees, dancing skeletons, and swarms of angry bees.

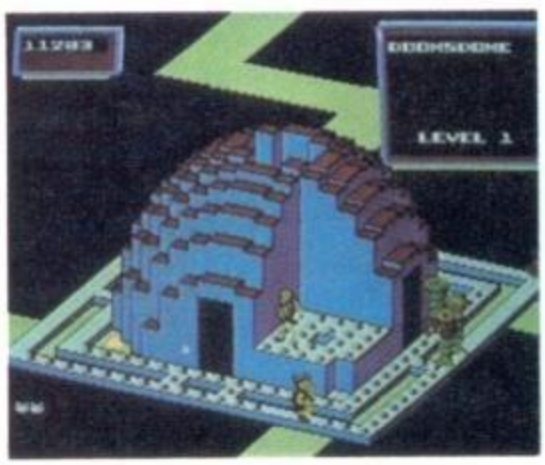
The object of the game is for Bentley to race through the labyrinthine castles, gathering the scattered jewels while dodging his antagonists who are themselves trying to collect the rubies.

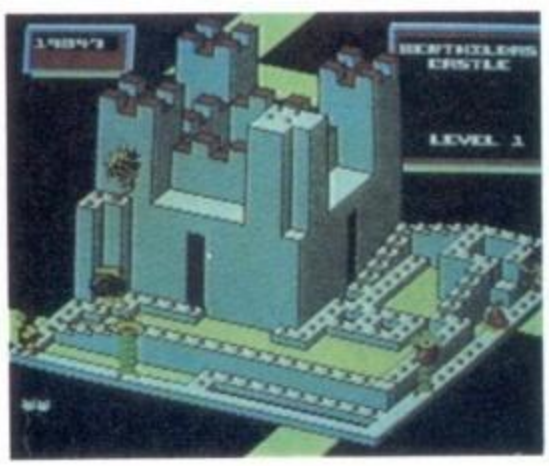
Franz Lanzinger was the game's programmer and is largely responsible for how the game appears. "Franz threw in a lot of features late in the game that made a big difference in how it turned out," Scott asserts. "When Franz put elevators into the castles and came up with the magic hat (which allows Bentley to become invincible for short periods) the game really started taking shape."

Still, the game had a distance to go before it reached production. When it was first tested in selected arcade locations, gameplay started out high, then dropped off. The project team considered a number of possible reasons to account for this. Players were probably first attracted to the game by its magnificent graphics, they figured, then found it either boring or too difficult. Scott tended to think it was the latter. "Some of the players complained that the swarms of bees were too aggressive—that it was too hard," he says. So the game returned to the programming lab in Milpitas, where the project members toned down the killer bees and added more creatures and features plus a wider variety of video colors.

When they were finished, the game featured 16 different castles which undergo variations each time they appear. After every hundred plays, the game's entire color scheme changes automatically. Also impressive is the fact that the top scoring player's initials, in addition to being kept on an electronic score table, are incorporated as large block letters in the architecture of the first castle.

The game was sent back into the field for further testing, where player enthusiasm started high and remained high. "It seems that it has fantastic potential for longevity," says Scott. "There have been new games that have earned more at first, but **Crystal Castles** has been at the test location for several months, and earnings haven't dropped yet." To Scott, this indicates that the game is developing a "following"—much as **Centipede** and **Asteroids** did—of video aficionados who may remain devoted players for months, or even years. This could mean that **Crystal Castles** is on its way to becoming another Atari arcade classic.





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CASTLES

ARCADE CRYSTAL CASTLES TIPS

WARP TUNNEL

Watch for the door to appear on the screen when beginning a new game. Maneuver Bentley Bear through it and press JUMP. This is your passageway to the same level of play you just completed in the preceding game, provided you were able to make it all way through the first maze of that level. If not, you'll jump up to the next lower level.

SECRET WARPS

In level 1, get Bentley to the back left-hand corner of the maze and press JUMP. That will take you to level 3 where you can do the same thing—only this time Bentley must be wearing the magic hat and positioned in the rear corner of the hidden ramp to jump to level 5. Now you must wait until the 3rd maze ("Cross-roads") of level 5 before another secret warp can blast you off to level 7. Just get Bentley to the back left-hand corner of the top wall: then hit the JUMP button.

NASTY TREEES

Although Bentley can jump over these aggressive opponents, causing them to freeze and shrink for a second or two, your best strategy is to keep obstacles between them and Bentley.

CRYSTAL BALLS

While the trees go directly toward where Bentley is, the crystal balls seem to head for the spot where he has just been. Your strategy here is to move in one direction and then change course suddenly.

GEM EATERS

These are relatively stupid creatures. Although Bentley can catch them while they're eating, it's best to avoid them in the higher levels, when it takes these critters less than a second to digest a gem.

SWARM OF BEES

The swarm appears when Bentley takes his own sweet time in picking up gems. If you can get the honey pot right away, this delays the bees from coming out. In higher levels, they get more aggressive—no longer dropping down to the honey pot spot but dropping down right on Bentley!

GHOST OR SKELETON

They move randomly within their immediate areas. Because they tend to be fairly slow, Bentley can tiptoe around them, but the better strategy is simply to avoid them altogether.

BERTHILDA THE WITCH

Berthilda takes to her broomstick in one small area in the lower levels of gameplay, although she boldly flies about the mazes in the higher levels. Bentley can only capture her when wearing the Magic Hat which protects him for about 5 seconds.

CAULDRON

This obstacle must be avoided unless Bentley is wearing the hat. It's really there to make you practice your jumping skills.

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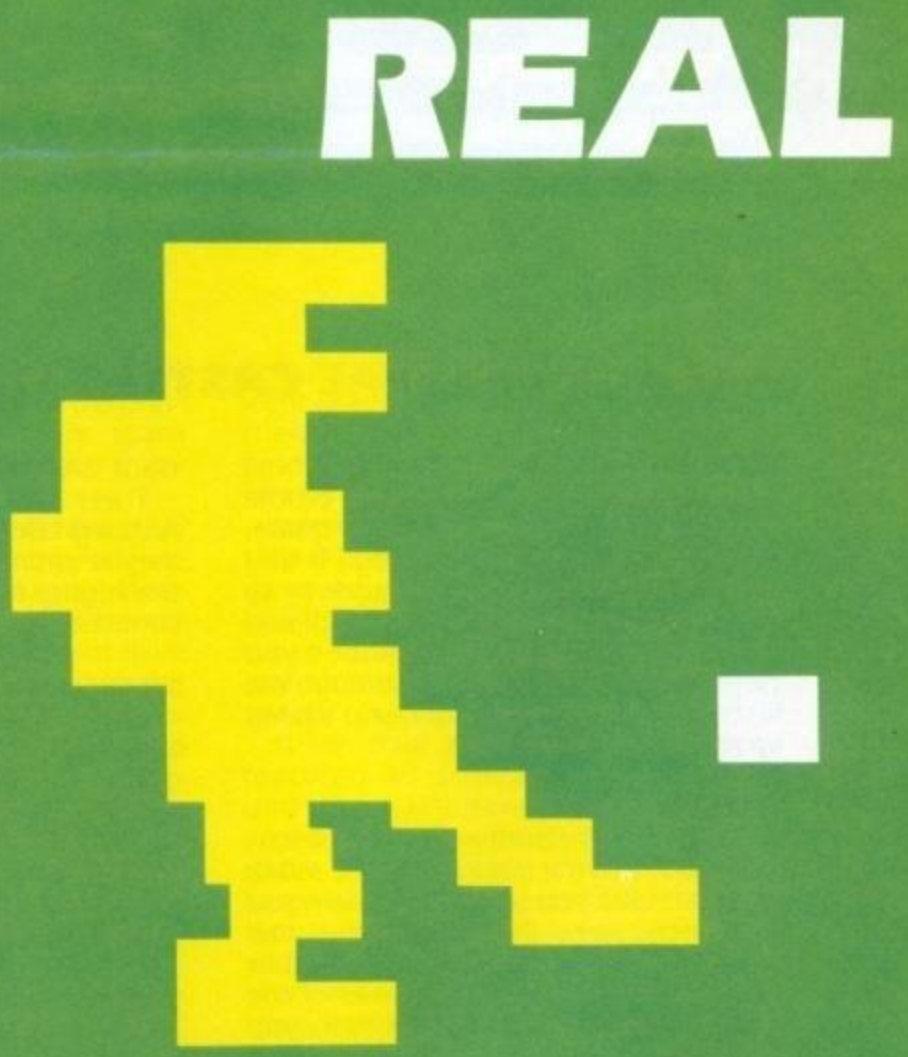
Master Strategy Guide

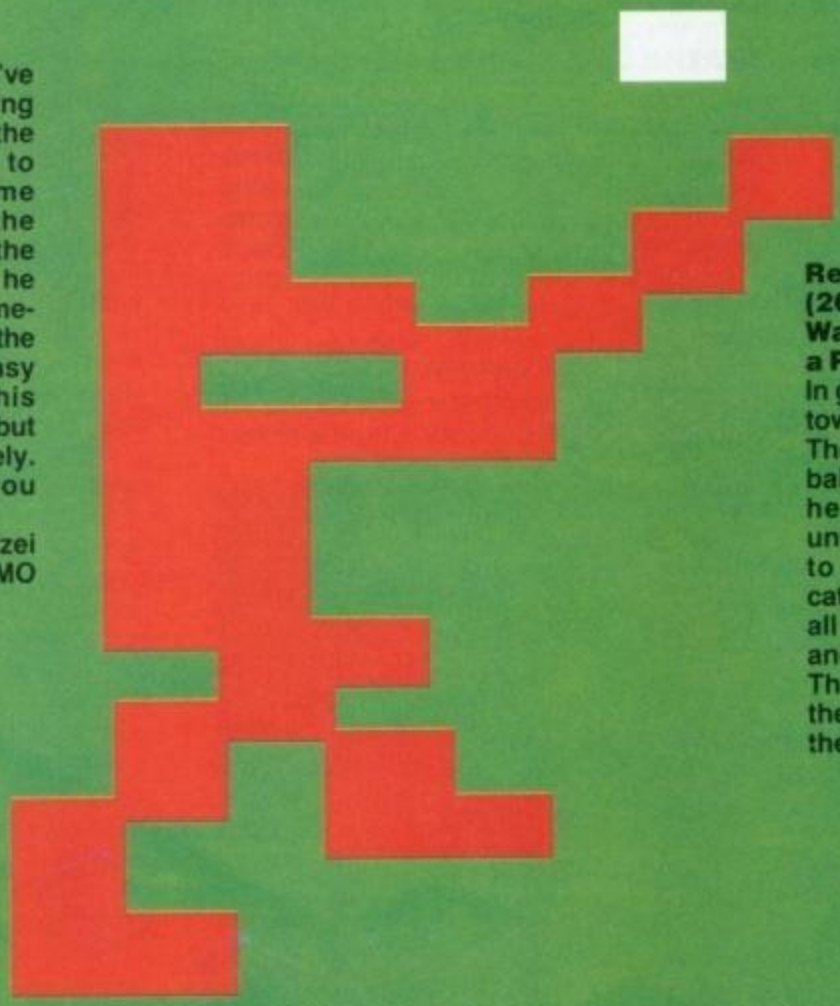


It's spring, and a young man's fancy turns to thoughts of sports...doesn't it? Atari game fans certainly have plenty of terrific sports games to think about, and our Club members have proven it, with dozens of letters offering helpful hints on RealSports games for the Atari 2600 and 5200 systems—and even a neat secret message for Atari 5200 Football fans!

We're still collecting tips and tactics for future issues of *Atari Age*, and sending game cartridges free to the contributors whose suggestions are printed. Send your discoveries to The Atari Club, Master Strategy Guide Department, 120 Brighton Rd., P.O. Box 5068, Clifton, NJ 07015.

Realsports Football (2600)—Its the Blitz!
Against the computer always blitz on defense. If it runs, the blitzing men will stop it. On a pass the computer will not move the quarterback, so your player can cover the receiver. Up to 50% of its passes can be intercepted this way.

Ralph Haefner
Mankata, MN



Realsports Baseball (2600)—Bungle Bunt
In games number 3 and 4, I've found a really good playing tip. When you're playing the computer and you're up to bat, try to bunt. For some reason when you bunt, the catcher throws the ball to the first baseman, and when he catches it he throws it immediately, and he doesn't tag the base so you can get an easy base hit. Watch out—this happens most of the time, but he does tag the base rarely. This strategy will help you defeat the computer.

Jason Mazzei
Havre de Grace, MO

Realsports Baseball (2600)—Playing the Waiting Game Scores a Run
In game number 4: Hit the ball toward left field but don't run. The left fielder will throw the ball to the first baseman, but he won't get you out. Wait until the first baseman starts to throw the ball to the catcher, then run. You can run all the way around the bases and nobody will get you out. This will only work if you hit the ball to the shortstop or to the left fielder.

Greg Bienema
Janesville, WI

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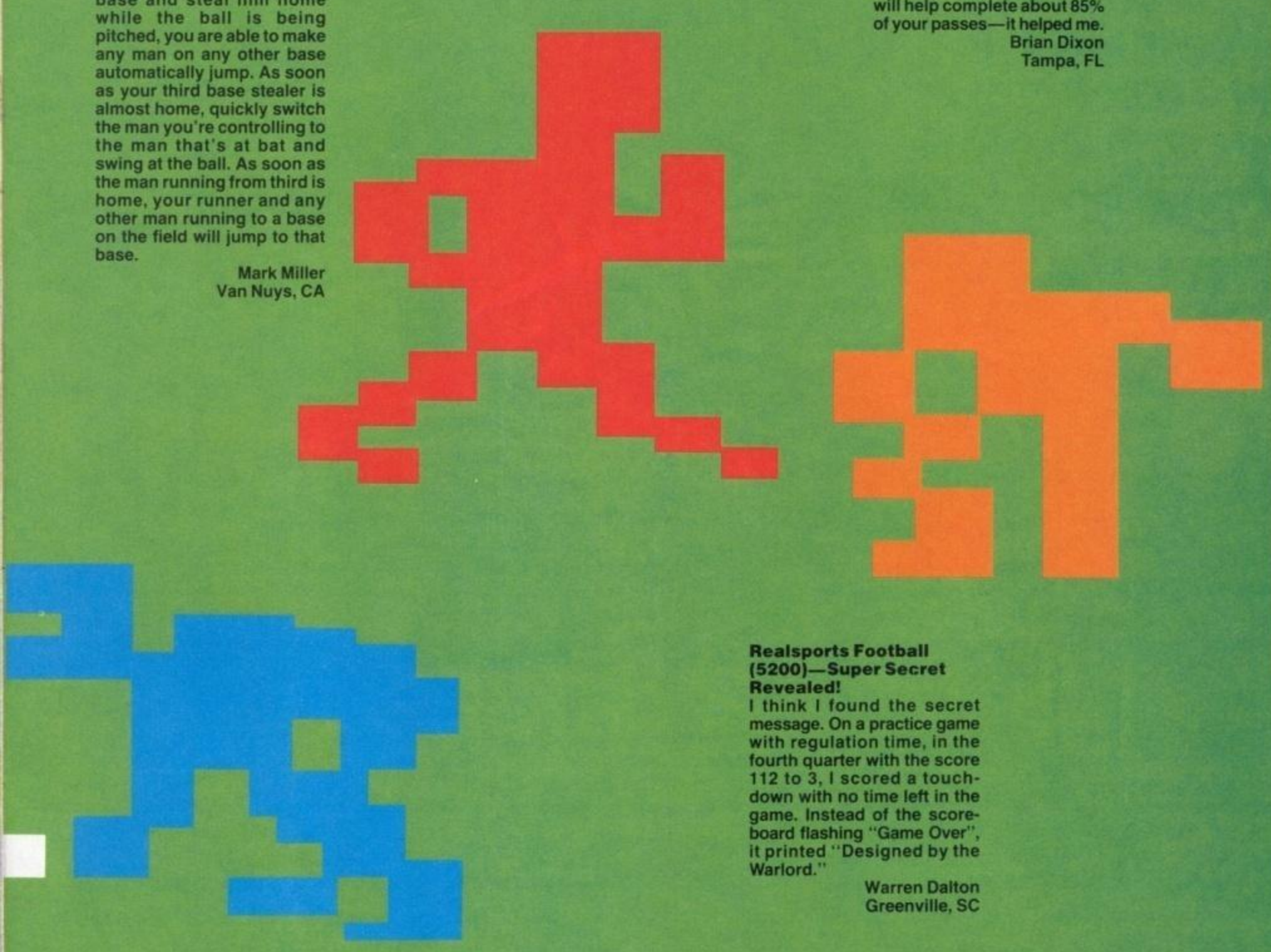
SPORTS GAMES

Realsports Baseball (2600)—It's A Steal
If you have a man on third base and steal him home while the ball is being pitched, you are able to make any man on any other base automatically jump. As soon as your third base stealer is almost home, quickly switch the man you're controlling to the man that's at bat and swing at the ball. As soon as the man running from third is home, your runner and any other man running to a base on the field will jump to that base.

Mark Miller
Van Nuys, CA

Realsports Football (2600)—Making the Passing Grade
I discovered that if you are going out for a pass, right when you pass the ball come back a little bit. You'll find this will help complete about 85% of your passes—it helped me.

Brian Dixon
Tampa, FL



Realsports Football (5200)—Super Secret Revealed!
I think I found the secret message. On a practice game with regulation time, in the fourth quarter with the score 112 to 3, I scored a touchdown with no time left in the game. Instead of the scoreboard flashing "Game Over", it printed "Designed by the Warlord."

Warren Dalton
Greenville, SC

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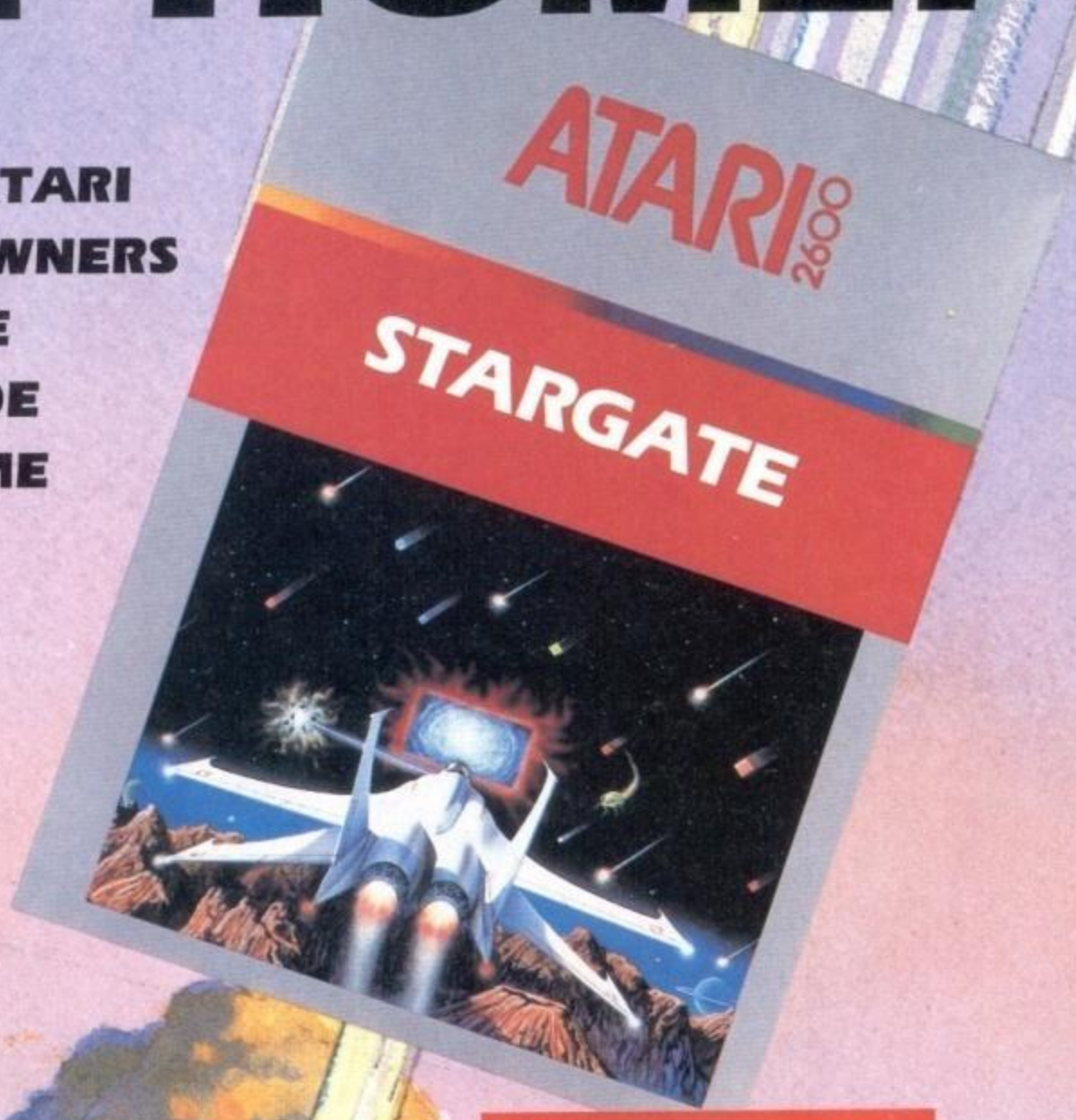
THE BIG HITS HIT HOME!

LOOK SHARP, ATARI 2600 SYSTEM OWNERS —THREE OF THE BIGGEST ARCADE HITS OF ALL TIME ARE HEADED STRAIGHT FOR YOUR LIVING ROOM!



The skies are swarming with Landers, Mutants, Yllabian Space Guppies, Firebombers, Pods and Swarmers, Dynamos, Bombers, Baiters, Phreds, Munchies—enough firepower to challenge a whole star fleet division. But you're the only good guy in sight—just you and the awesome Stargate space ship you command!

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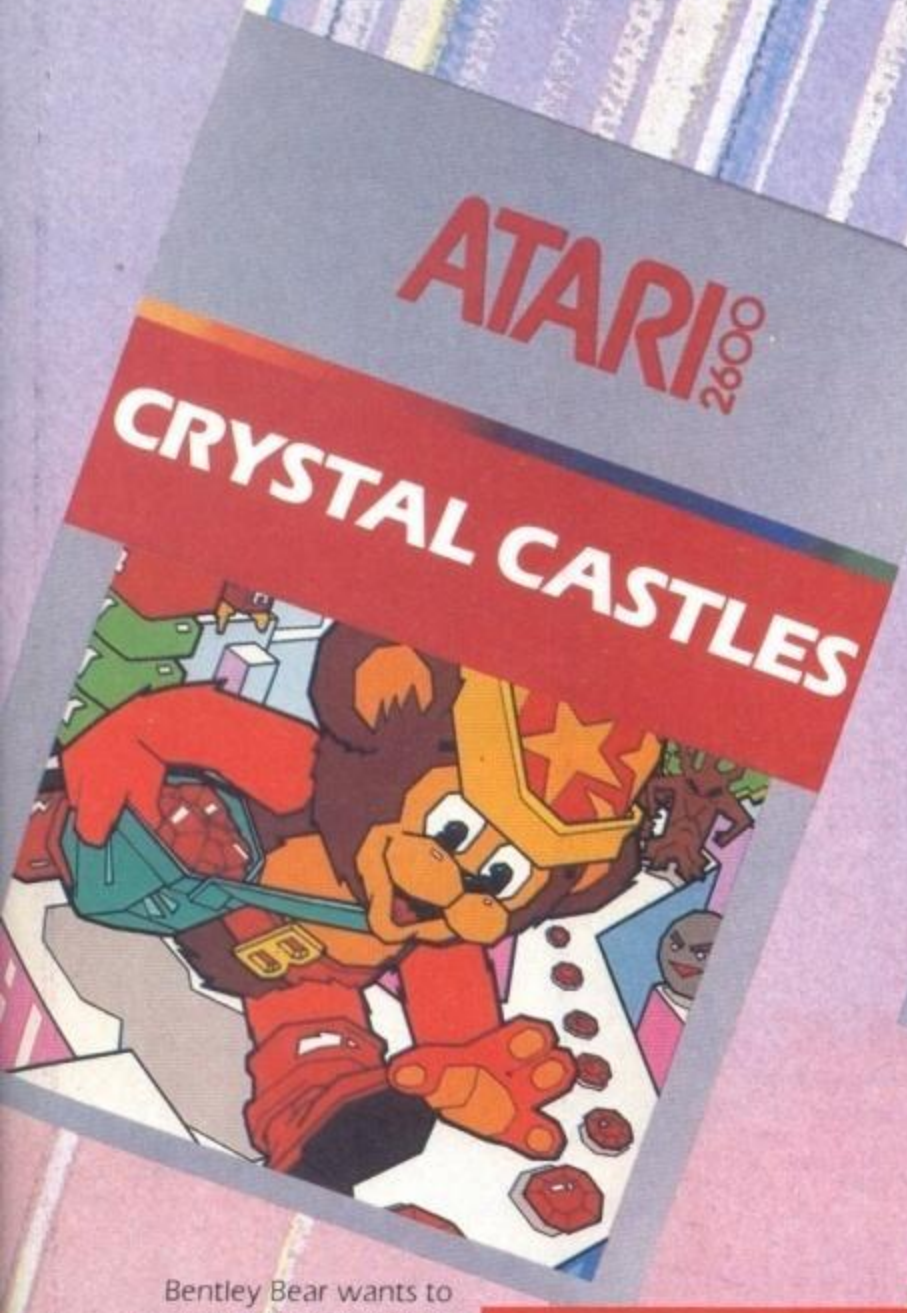
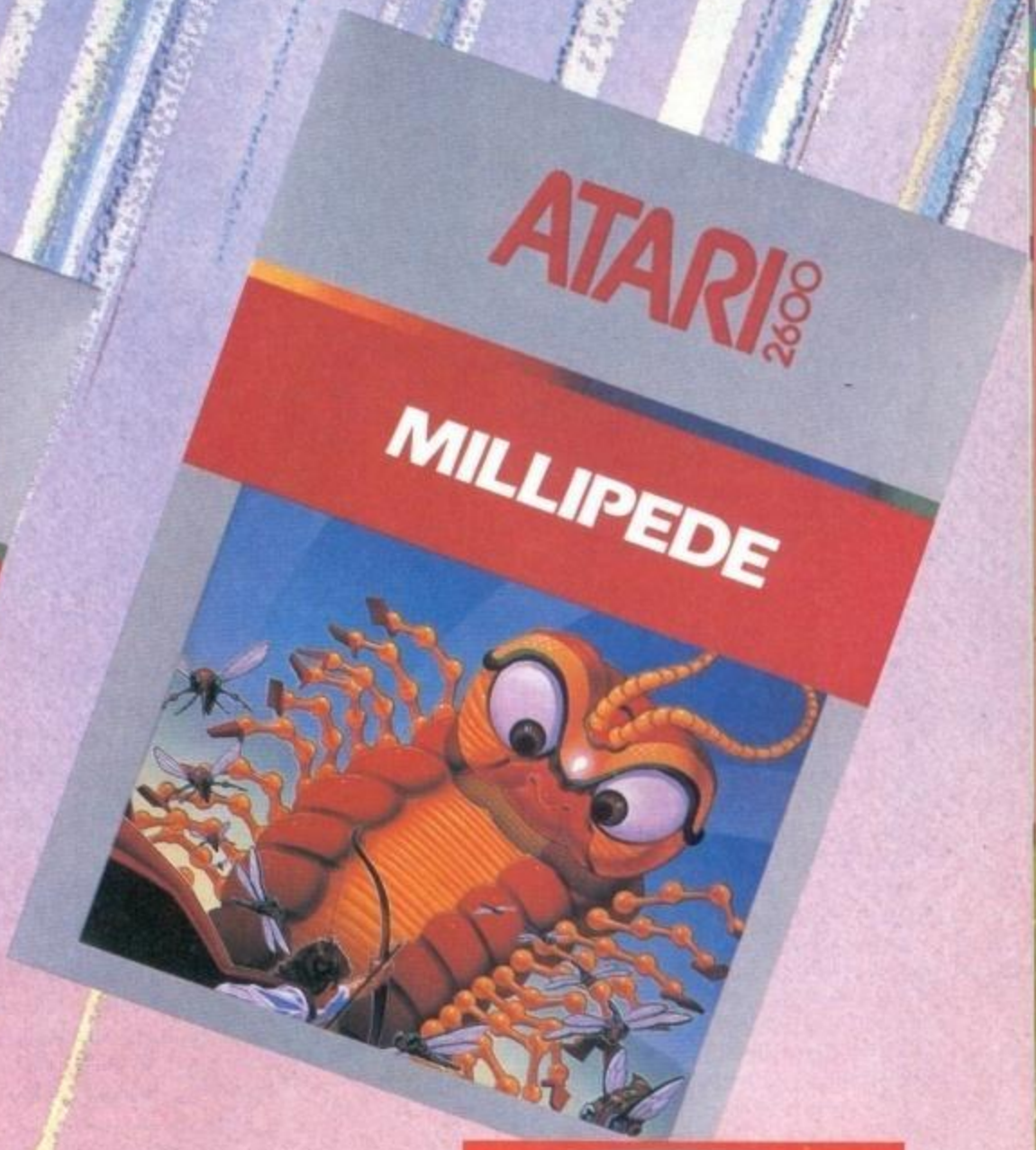


Bentley Bear wants to grab all the gems he can find in the corridors of a strange series of Crystal Castles. He's not alone in his gem-hunting adventure, though—the castle is crawling with Gem Eaters, Crystal Balls, Nasty Trees, Ghosts, Skeletons, and the local wicked witch, Berthilda. You have to be fast on your bear feet and quick with a joystick to succeed in this sensational three-dimensional maze game. And it's even better with an Atari 2600 Trak-Ball Controller!



If you thought ants at a picnic were trouble, take a gander at the pests in **this** garden!

There's plenty of non-stop arcade action in this crazy bug-blasting battle. The spiders and mushrooms you fought in **Centipede** are the least of your problems this time—mosquitos, beetles, dragonflies, inchworms, flies, and earwigs have arrived to add extra action to the sharpshooting free-for-all. Thank goodness there is DDT insecticide on your side!

TO ORDER: See Page 33

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Computerworks

If you've heard the term "word processing" and thought it was too complicated for you, read on—word processing is the right way to write for a growing number of people.

"Why do I need a home computer?"

We've dealt with that question in this series of articles once, by running quickly through a catalogue of potential home computer applications, from recordkeeping to telecommunications to the ever-popular computer gaming and, of course, education. Now let's take the time to look more closely at one home computer function which, for many readers, will justify the purchase of a home computer system all by itself. As those of you who read subheadings already know, we're talking about word processing.

There aren't that many things in life that we civilians "process"—we may munch on processed cheese food, or wait for a tax return to be processed by the government, but we don't do much processing on our own. However, "word processing" is something we do all the time, in a sense. Every time we write or speak, we are manipulating words, choosing and moving and massaging them until they communicate as effectively as possible. What the computer does to improve your everyday "word processing" is to make all that moving and shaping of written material infinitely easier to perform. Using a typewriter is like carving a statue in marble—if you make a mistake, you either live with it, start over from scratch, or make some messy repairs. When you word process, making mistakes can actually be fun—they let you put some of the fancy features of your word processor to work.

WHO NEEDS IT?

Once upon a time, when computers were bulky and expensive, the only folks who could use word processing were big companies with extensive typing requirements and those mail-order sweepstakes people who like to print your name in the blanks every third sentence. Today, though, inexpensive computers and printers bring the power of word processing within reach of lots of people who can make good use of this capability.

High on the list of likely candidates for word processing are students, from junior high school through graduate school. As I write this, I think back with lingering horror to coffee-stained nights in college, as dawn crept closer and I feverishly typed page after page of a final draft paper due that morning. If I had word processing, I could have made whatever changes I wanted on my rough draft and let the computer print out the revised final form, error-free and perfect. Want to make another change? No problem—just make the correction in the word processor memory and let it print out another clean copy. Just think of the time I would have saved! Why, I could have used those extra hours to study more, and become a lawyer like my Mom wanted! Alright, so I probably would have spent most of the time playing more pinball, but it certainly would have been better than slaving over an unforgiving typewriter.

Who else needs word processing? People who produce written material for a living or a hobby, certainly, and that isn't limited to so-called "writers." If you have a business that requires letter-writing or preparing typed reports or bills, word processing can help tremendously. Even if the only writing you do is sending letters to a flock of relatives, word processing will make the job easier to handle.

A common mistake people make when thinking about word processing is assuming that you have to be a great typist to use it. Forget that idea—one of the beauties of using computer word processing is that, when the final document is handed in, it will look the same whether it was typed by a 125-word-per-minute demon typist or the puniest hunt-and-pecker. Mistakes? They're gone with the flick of a few keys. And if you need several versions of a similar text, you can make only the changes you need and print out separate copies, without retyping the whole text each time. If typing is a time-consuming chore for you, that's a mighty powerful ability to gain.

WHAT DOES IT DO?

It's time to go beyond the general statement that "it's better" and offer some details about what specific functions make word processing such a time-saver. The capabilities described here are all available with the AtariWriter word processing software package and any Atari home computer.

When using a word processing system, you type on a regular typewriter-style keyboard, as you ordinarily would. However, instead of having the words appear directly on paper, they go two places—they're stored in the computer's memory, and displayed on your television screen.

This system makes it easy to change what you've written or make corrections. There is a blinking light called a "cursor" which indicates where the next letter you type will appear. By moving this cursor around through the text, you can find the spot where a change is needed, delete whatever you don't need, and add in whatever needs to be added.

You can move the cursor around through your text one letter at a time, backward or forward, or you can leap through the text a line or a screenful of lines at a time. You can even jump instantly from the beginning to the end of a document, and vice versa.

Your word processor also gives you lots of flexibility in adding and deleting text. You can delete one letter at a time, or you can really move quickly and delete entire lines, paragraphs, or even large blocks of text by pressing a few keys. Adding in text is even easier—once you've placed the cursor where you need it, just type the new material. All the words which follow the new material will automatically be moved down to make room for the addition.

QUICK CHANGES

Changing one word at a time is very useful, but that doesn't start to flex your word processor's muscles. Remember, you will have your text stored in the computer's memory, and the computer can scoot through that memory with electric speed, moving chunks and making changes that would take just about forever by hand.

Here are a few of the more "muscular" operations your word processor can perform:

Block Delete: Mark the beginning and end of the text you want to get rid of and press two additional keys—the unwanted text disappears.

Duplicating Text: Want to repeat a section of your writing somewhere else? Just mark the section you want duplicated, move the cursor to the spot you want the copied text to appear, and press two keys. Presto! If you have two similar sections in your text, this technique is very handy. Just do the duplication, then change the couple of words or numbers that need changing.

Moving Text: Did you reread your work and decide that a line or a paragraph should have been in a different place? Mark that section off. Move the cursor to the spot where the text should go. When the cursor is on target, fire away with two keystrokes—mission accomplished!

Search and Replace: Good grief! You wrote an entire term paper about Franklin Eleanor Roosevelt and just found out that

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his middle name was really Delano (you knew **something** sounded peculiar, didn't you?). Yes, you do have to crumple the typed draft you're holding, but no, you don't have to start from scratch. You don't even have to search the paper for every time the name "Eleanor" appears. Just tell the word processor to find every "Eleanor" in the paper automatically. Want to change them all to "Delano"? Just tell the computer once, and "Eleanor" becomes "Delano" throughout the paper. But hold on there—all of a sudden FDR has a wife named Delano! Instead of making the change throughout the document, you want the computer to find each "Eleanor" and check with you about whether or not to replace it. That may sound tricky, but for your word processor, it is the proverbial "piece of cake".

GETTING IN SHAPE

Having your text entered into computer memory before it hits the paper lets you shape the printed words before they get printed. Want wider or narrower side margins? Need more space between lines, or between paragraphs? Want to change the number of spaces paragraphs are indented, or the margins at the top and bottom of each page? For each of these formatting decisions you can enter a number in the appropriate spot at the top of your document, and the pages will be printed according to your instructions.

You get some fancy features in this area too!

Type Style Selection: Depending on the kind of printer you are using, you may be able to choose from a variety of kinds of type. For example, when using the **AtariWriter** word processing software with an Atari 1025 dot matrix printer, you can select three different type styles, and in addition, use elongated (stretched) type to create dramatic headlines. You can also underline text automatically with this combination.

Justification: When you type on a typewriter, your text is lined up down the left side of the page and uneven on the right—each line stops at a different point. With word processing you can justify the text—the computer will automatically insert spaces in the lines so that both sides of the text will end evenly.

Centering: A simple command will center a word or phrase in the exact middle of a line. You can also shift a line all the way over, so it will end precisely at the right margin.

Headers, Footers, and Page Numbering: If you would like to have a line or two of text appear at the top or bottom of every page of your document (your name, for example, or some other label), you can specify this at the beginning of the document, and the word processor will automatically insert your header or footer on each page. You can even have the computer automatically number the pages as it prints them!

WHAT DOES IT TAKE?

To get started using word processing, you need only three pieces of equipment:

- a computer
- word processing software (the program that tells the computer how to process those words)
- a printer

Printers are divided into two broad categories—dot matrix and letter quality. Dot matrix printers form letters out of little dots spaced closely together. They are fast, relatively inexpensive, and adequate for most typing needs. However, sometimes only letter quality will do—that is, a solid line letter that looks like it was typed with a regular typewriter. Letter quality printers are slower than dot matrix machines, and used to be extremely expensive. However, Atari recently introduced an interesting new letter quality printer which is priced as low as a dot matrix printer—the Atari 1027. Instead of using a mechanism called a "daisy wheel", as most letter quality printers do, the 1027 prints using five rapidly rotating rollers. It's an ingenious design which produces handsome type at a price substantially lower than any traditional daisy wheel printer.

When choosing which type of printer you want, consider speed. If you expect to do a lot of printouts, the far greater speed of a dot matrix printer will probably outweigh the superior print quality of an inexpensive letter quality printer. The decision must be based on your own personal needs.

Folks with word processing experience

have been uncomfortable with this article for the past four paragraphs or so, because I listed the requirements and skipped right over disk drives. No, I didn't forget—the fact is that the three-part computer, software, and printer combination is a better tool than an electric typewriter, even with no additional storage device. It used to be that you did absolutely need a disk drive to do any word processing at all for a simple reason—all the decent word processing software was available exclusively on disk. That's no longer the case—Atari introduced **AtariWriter** at a very reasonable price in plug-in cartridge form. As a side benefit, this allows owners of computers with unexpanded memories to use word processing just like their 48K or 64K cousins.

There is still a very good reason to add a storage device to your word processing system—if you complete a document and want to make changes in it hours, days, or even months later, you will need to have saved that document. Once again, disk drives used to be the only answer, and they're still the fastest, most convenient way to get the job done. However, a disk drive represents a substantial investment—often more than you paid for the computer itself. Once again, **AtariWriter** broke new ground, by allowing you to store your writing on a computer cassette recorder. A recorder costs about a quarter as much as a disk drive, and will be perfectly adequate for casual word processors.

The articles in this series try hard to give you the objective information you need to make smart choices in your computer purchases. This time out, I have broken with tradition with a clear endorsement of **AtariWriter.** How come? Simple—I have used several different word processors over the years, including all of the most popular packages made for Atari computers, and **AtariWriter** is quite simply the best inexpensive word processor out there. Happily, you don't have to take my word for it—check out the word processing reviews in other magazines and you'll find a string of unbroken raves for **AtariWriter.**

That's it for this issue—I'm going to hit the "Print" command now and watch this fifth draft of ComputerWorks print out while I sit back and relax!

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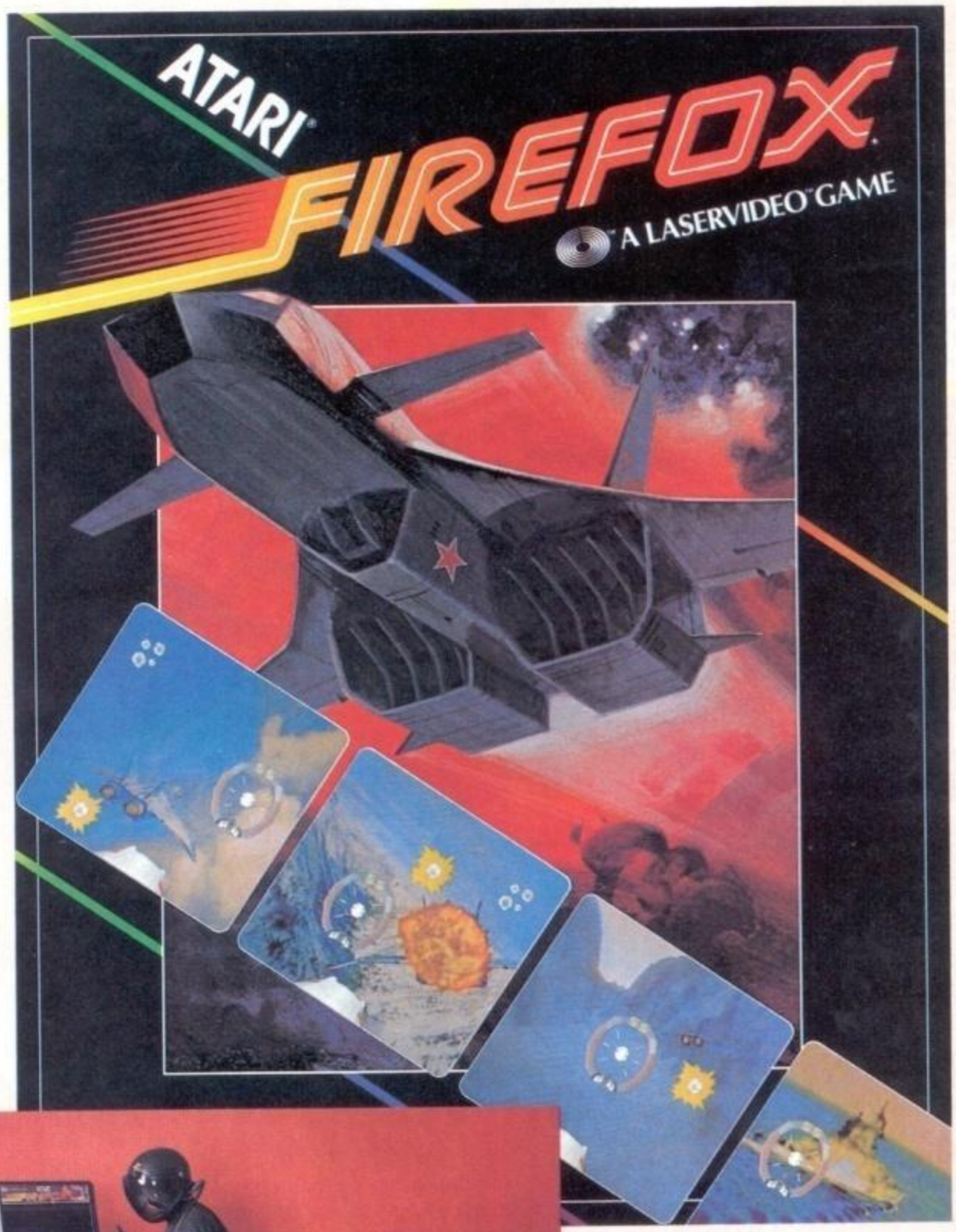
Coin Video Corner



Atari went all out to make its first laser disc game a real knockout. The smashing success of their efforts is evident in every high-quality feature of **Firefox,** the lifelike recreation of Clint Eastwood's spectacular movie of supersonic fight and flight.

Firefox designers started with the latest in laser disc technology—a new Philips laser disc player specially designed to give extremely rapid access to "interleaved" video segments, eliminating "dead spots" and speeding play action.

Unlike some earlier laser disc efforts, **Firefox** provides up to 128 different gameplay challenges, making each mission a new adventure. Its combination of actual footage from the movie **Firefox,** Clint Eastwood's electronically digitized voice narrating the action, and razor-sharp digital graphics provide a totally absorbing battle in the clouds.

The gameplay is set against brilliant changing sky and landscape from the film. Ground shadows, cloud reflections, secret ground targets, helicopters, ships, and instruction clips add to the extraordinary realism. And at the higher levels, day turns to night and the player must rely only on the cursor to fly **Firefox!**

Atari has done its work well. Now it's up to you—are you tough enough to steal "the fastest, most sophisticated warplane on the face of the earth" from its Russian inventors? Let's hope so!

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Atari Age

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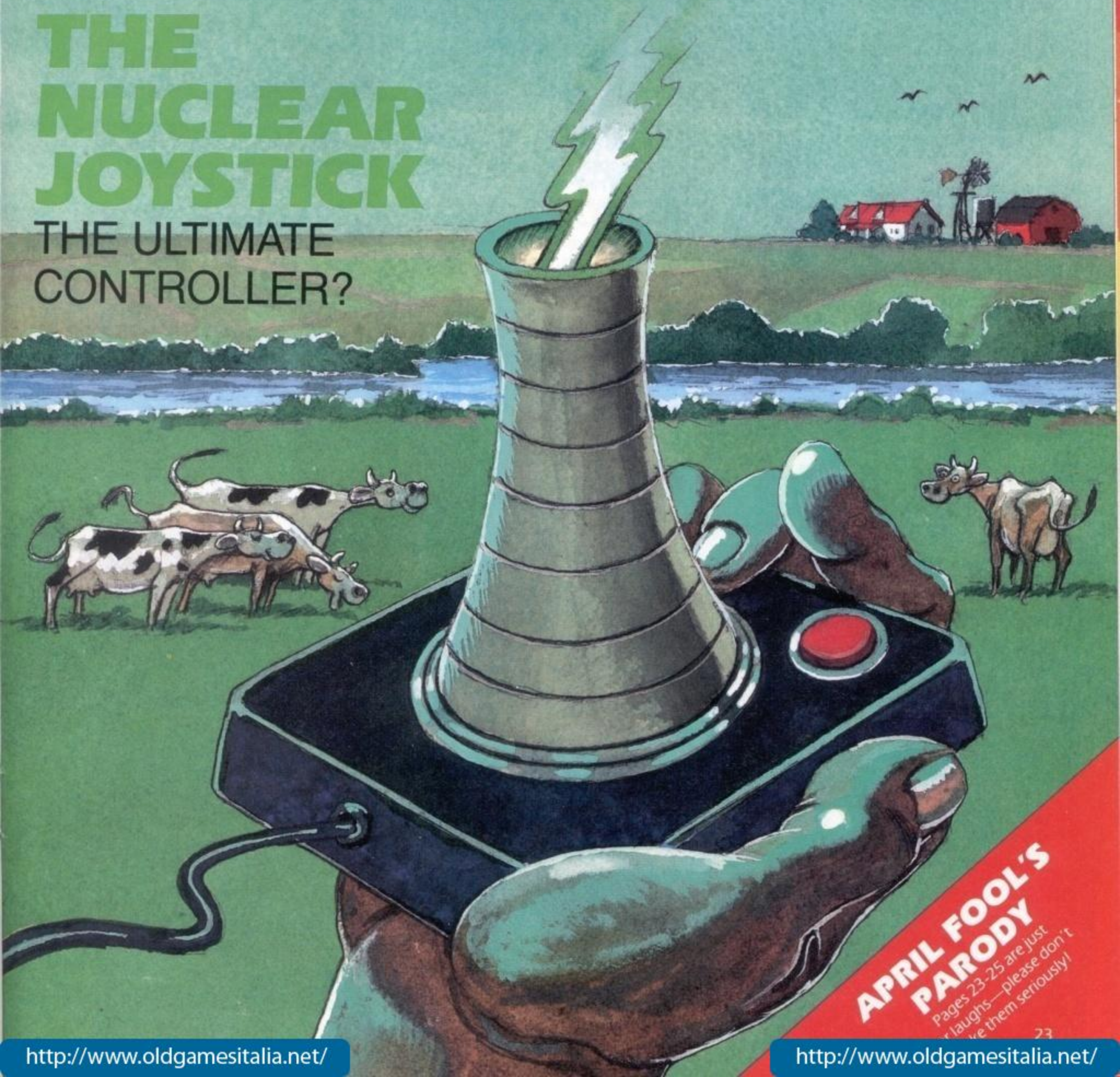
APRIL 1, 1984

THE NUCLEAR JOYSTICK

THE ULTIMATE CONTROLLER?



APRIL FOOL'S PARODY

Pages 23-25 are just
r laughs—please don't
ve them seriously!

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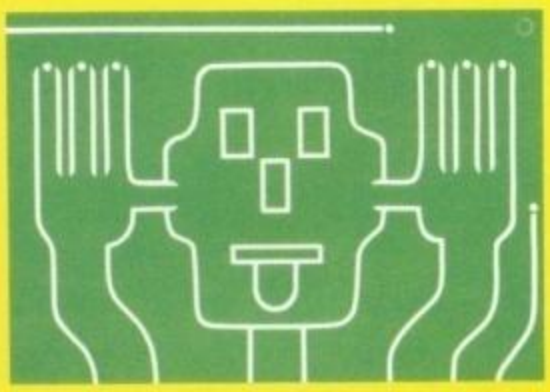
ATARI TO INTRODUCE

WORLD'S HARDEST VIDEOGAME

"We keep getting letters from whiz kids who say they can turn **Asteroids** or **Defender** over half a dozen times with no problem. We decided to do something about it."

That's how West Shell III, Atari Group Product Manager, explains the birth of **Ion Patrol**, a new release specially designed to be just about impossible to play.



"It's an invasion game, basically," Shell explains. You have one base per game, with no shields. You're armed with a pea shooter and seven laser beans. In the beginning levels, 18 Ion Monsters appear on the screen at once, simultaneously firing Heat-seeking Laser-charged Atomic Omniblasters at your base. To fire back, you have to press the joystick fire button while holding down the game reset switch and jiggling the color/black and white select switch back and forth at a precise 42-times-per-second rate. It's kind of tricky.

"If by some miracle a player reaches the advanced levels, the GLS chip comes into play."

The GLS chip may be the most dramatic technological breakthrough in videogaming history. The GLS (it stands for Good Luck, Sucker) is the first electronic component ever designed to cheat. By combining sophisticated circuit design techniques with general nastiness, Atari engineers created an integrated circuit chip which accepts digital data input and processes it pretty much any way it wants to.

"We thought the only possible use for the GLS would be driving smart-alecky videogame players crazy," Shell told **Atari Age,** "but we've had requests for samples from a company that makes electronic digital-readout scales, the pay telephone people, and the computer division of the Internal Revenue Service."

GAMES THAT REALLY SMELL

COMING SOON

The nose was big news at January Consumer Electronics Show in Las Vegas, as manufacturers introduced the first videogames equipped with smell!

Not to be outdone by competitors Insmellivision and Coreeko, Atari proudly displayed its 21st Scentury Game Machine. The system comes with specially designed scratch-and-sniff joysticks. Each 21st Scentury game cartridge will be packed with an Odor Insert which fits into a compartment in the joystick. As players move the stick, it releases a smell appropriate to the game being played.

The first releases announced for the new system were **Big Bird's Rotten Egg Catch,** and a new version of a classic Atari arcade game, **Scentipede.**

BIG BROTHER IS PLAYING!

To commemorate the arrival of 1984 and the famous George Orwell novel of the same name, Atari programmers are busy working on an innovative cartridge called **Big Brother.** Unlike other videogames on the market, players plug the **Big Brother** cartridge into their Atari VCS game system, turn on the television, and it watches them. Programmers have run into one small problem with the new cartridge—it refuses to be removed from the cartridge slot. The tentative release date for **Big Brother** is June 1984. You will buy it.

ATARI GAINS RIGHTS TO FELDMAN

In a groundbreaking move in the field of videogame licensing agreements, Atari has acquired exclusive rights to Norman Feldman, a butcher from Forbush, North Dakota. While the exact amount of the agreement remains secret, sources indicate that Mr. Feldman received a six-figure sum for the rights to his life story.

"I was plenty surprised when they called," Mr. Feldman confided to **Atari Age.** "I figured it was some kind of a joke. But when the check came, I cashed it. You don't think I'll get in trouble, do you?"

Rumors in the halls of Atari indicate we may soon be playing **Pork Chops in Space, Meat Patrol,** and **Feldman's Revenge** on our home game systems. Based on the success of these titles, negotiations for rights to the rest of the Feldman family will be concluded.

APRIL FOOL'S PARODY

Pages 23-25 are just for laughs—please don't take them seriously!

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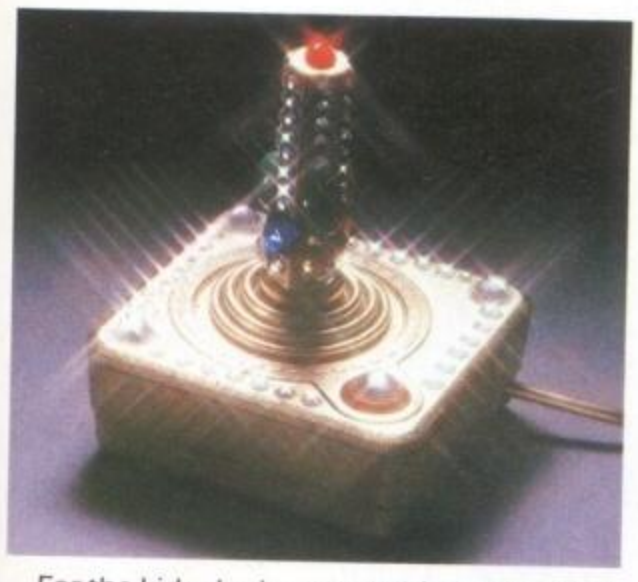
The Clubhouse Snore

SUPER-POWERFUL REMOTE CONTROL JOYSTICK

Is the 20-foot range of the Atari Remote Wireless Joystick too short for you? Want to get real long-distance control? Here's your once-in-a-life-time chance—a Remote Control Joystick transmitter which sends a signal 500 miles! Formerly radio station WSTK in Ferndale, Il, comes complete with two joysticks, cable, airplane warning lights. Note: requires 18,000 size C batteries, not included.

REMOTE CONTROL
Item Code BIG **$800,000** (Shipping and handling extra)

GEMSTICK CONTROLLER



For the kid who has everything, this jewel-encrusted joystick makes an attractive accessory item. Carved in 24K gold by 100-year-old Armenian craftsmen, the Gemstick features 100 carats of diamonds, plus rubies, emeralds, sapphires, and a platinum firebutton.

GEMSTICK
Item Code $$$ **$1,200,000**
SPECIAL OFFER: With 5 ARCs, pay just $1,199,990!

TRAK-CUBE CONTROLLER

Are today's videogames too fast-moving for you? This unique new controller is guaranteed to slow things down in a hurry.

CUBE
Item Code HUH **$69.95**

ARCADE MACHINE CARRYING CASE

Hate to leave your coin video machine at home when you go on vacation, or to a friend's house? Now you can take it with you! Just pack it into this modern, lightweight Arcade Machine Carrying Case. Compartments for quarters, tokens, **Atari Age** magazines. Comes complete with hernia.

CARRYING CASE
Item Code OOF **$129.95**

SATISFACTION GUARANTEED OR YOUR MONEY BACK!

That's right—if we're not 100% satisfied with your money, we will return it to you, no questions asked.

APRIL FOOL'S PARODY

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MASTERS CONTEST NEWS

QUADRUN DEADLINE EXTENDED

The **Quadrun** game cartridge, the second in the three-part Atari Club Videogame Masters Competition, arrived later than expected in Club warehouses. As a result, Club officials have decided to extend the deadline for entering the Quadrun contest—all entries must now be postmarked by April 30, 1984, and received by May 15, 1984. This full added month means that even players who have not ordered their **Quadrun** cartridges yet are still in the Quad-running for a fantastic prize package including Canon cameras, an Atari home computer, and trips for two to the 1984 Olympic Games in Los Angeles.

QUADRUN (for Atari 2600 only) Item Code C97 $31.95

Quadrun is an Atari Club Exclusive Cartridge Introduction. That means it is not available at any store— only Club members can purchase it, directly from the Club.

The game is unlike any other Atari 2600 cartridge. Turn it on and it says its name, right through the TV speaker. Then get into play action and find yourself in a unique four-part game grid. The challenge is two-fold—save the Runts who try to escape from side to side, and capture the dreaded Runt Guardians who patrol the corridors from top to bottom. A unique joystick control system pops players from one side of the screen to the other instantaneously for lightning-fast action. This is especially important in a game where players not only have to shoot accurately, but catch their shots before they leave the screen!

The cartridge is on sale for $31.95 directly from The Atari Club, either through the mail order form included in **Atari Age** magazine or by calling the toll-free order-taking number with credit card orders—1-800-538-8543 (in CA call 1-800-672-1404).

Quadrun features brilliant colors, one-of-a-kind play action, and a very special reward for really hot players—the top two **Quadrun** scorers will become Atari Club Videogame Masters finalists and battle it out for the championship at the Olympic Games in Los Angeles.

Complete rules for the **Quadrun** competition will be included with the cartridge shipment, or they may be obtained by sending a self-addressed stamped envelope to ATARI CLUB QUADRUN CONTEST, Rules Request, P.O. Box 5036, Great Neck, NY 11023.

GRAVITAR ENTRIES CLOSE, FUN CONTINUES

All entries are in for the first Videogame Masters Competition cartridge, **Gravitar**. As we go to press, judges are supervising the elimination process which will take them from over 50 contestants who submitted the highest possible score to the two finalists who will be flown to Los Angeles to compete in the play-offs for the title of Ultimate Videogame Master.

A limited number of **Gravitar** game cartridges are still available, and even without a contest prize to shoot for, they are well worth grabbing—especially for holders of ARCs, who can save on the Atari Club Exclusive Cartridge Introduction for a limited time (see page 28 for details.

GRAVITAR (for Atari 2600 only) Item Code C88 $31.95

Based on an Atari arcade game which developed a loyal following among players seeking a truly intense challenge, **Gravitar** for the Atari 2600 system pushes joystick abilities to the limit. The player's space ship must conquer planet after planet, knocking out every missile-firing enemy bunker and hovering gently over fuel depots to beam up new energy supplies and continue on to new planets. Boasting four separate galaxies, each with three unique solar systems, **Gravitar** offers plenty of variation and literally dozens of new challenges as the space mission continues. Any player who claims to be a true Videogame Master will find **Gravitar** an absolute "must" addition to his or her cartridge collection.

See page 28 for special ARC discount offer on Gravitar.

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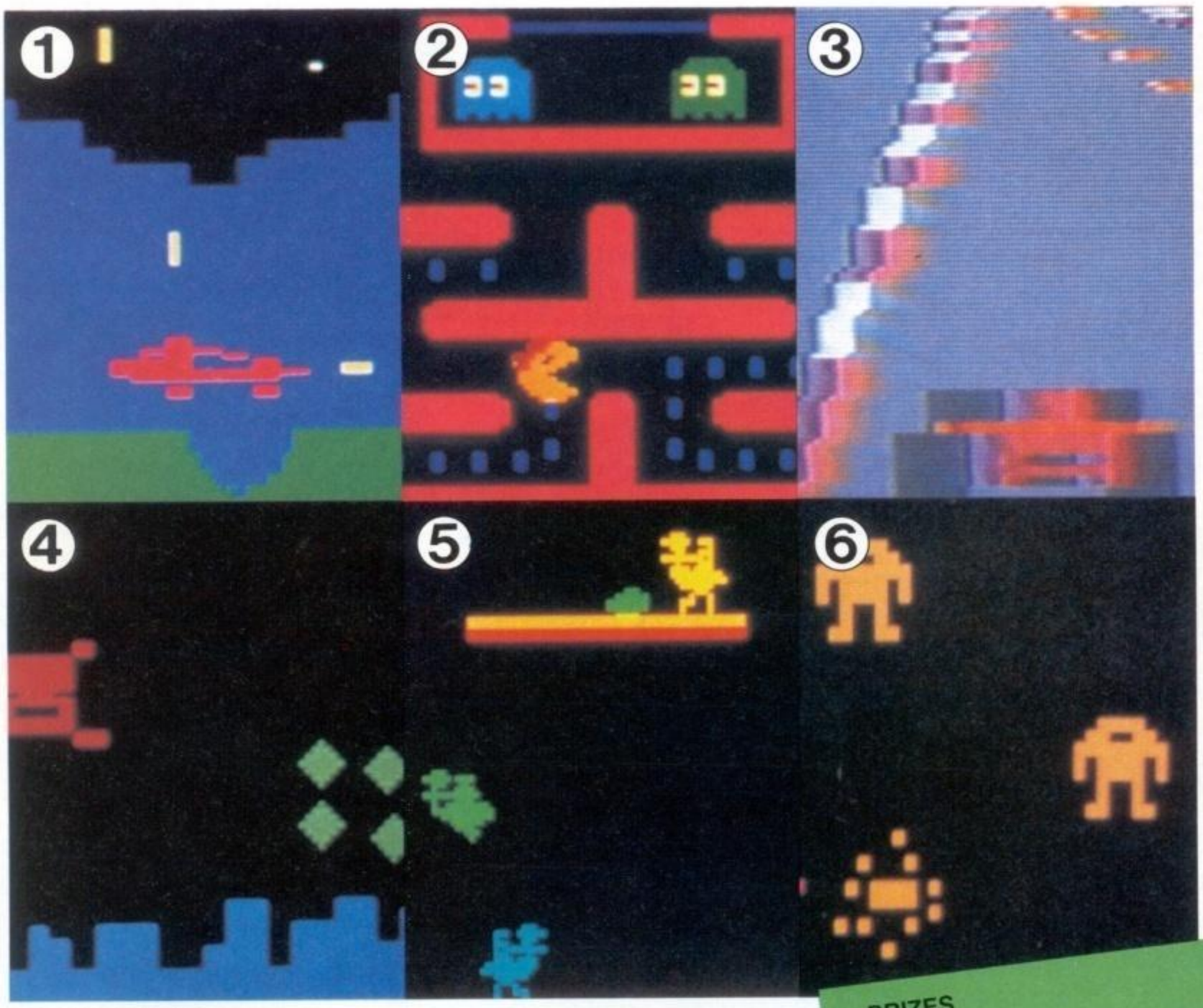
CONTEST

CLOSE-UP!

In this issue's contest, we're giving you "a piece of the action"—a close-up view of part of an Atari 2600 game screen. All you have to do is identify all 6 game cartridges shown below and submit a valid entry by May 30, 1984.

The idea for this contest came from a "Your Turn" contribution by Matt Nothelfer from Hemlock, MI. Thanks, Matt—we'll be sending you the cartridge of your choice for your help.



HOW TO ENTER

No purchase necessary to enter. Simply print or type your answer in the space provided on the official Atari Club Contest Entry Form opposite page 26 or a reasonable facsimile, and mail it to ATARI CLUB CLOSE-UP CONTEST, 120 Brighton Rd., P.O. Box 5068, Clifton, NJ 07015.

Send as many entries as you like, one entry per envelope. Entries must be received by May 30, 1984. First and second prize winners will be selected in a random drawing from all correct entries. Third and fourth prize winners will be selected in a random drawing from all entries received. All prizes will be awarded. Only one prize per family. There are no prize substitutions permitted, nor are prizes transferable. Taxes on prizes are the sole responsibility of winners. Odds of winning depend on the number of entries received.

Contest open only to U.S. residents except employees (and their families) of Warner Communications, Inc., its advertising agencies, subsidiaries, or affiliates. This contest is subject to all federal, state, and local regulations. Void where prohibited or restricted by law.

For a list of winners, send a stamped self-addressed envelope to Close-Up Contest Winners, Atari Club, 120 Brighton Rd., P.O. Box 5068, Clifton, NJ 07015. Also, the August 1984 issue of **Atari Age.**

PRIZES

One **FIRST PRIZE:**
An Atari 800XL **HOME COMPUTER**

Ten **SECOND PRIZES:**
Your Choice of Atari 2600 or Atari 5200 Carrying Case

Fifty **THIRD PRIZES:**
Atari 2600 **Gravitar** game cartridges

Five Hundred **FOURTH PRIZES:**
5 Atari Club ARCs

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Your Turn

Lately the old mailbox here at the Club has contained lots of letters from members who are pleased with the continuing series of Club Exclusive Introduction cartridges—Atari games released only to Club members, available only through **Atari Age.** There's been more than letters, though—dozens of "Your Turn" contributors have focused their creative talents on exclusive games, and come up with some very nice efforts indeed. We've showcased two **Crazy Climber** contributions in this issue, and as a bonus, included a poem which neatly sums up a situation we're sure many of you have experienced.

If you'd like to add your wit and wisdom to this section of the magazine, just send your contribution to Atari Age, Your Turn Dept., 120 Brighton Road, P.O. Box 5068, Clifton, NJ 07015. As always, we regret that we cannot return your submission, but if your masterpiece is printed, there's a free cartridge in it for you, and 5 ARCs each to the folks in our "Special Thanks" list.

ATARI CLUB MEMBERS LOOK AT
CRAZY CLIMBER

from Jeff Silva
Tacoma, WA

from Kenny Madden
York, SC

SPECIAL THANKS...

awestruck admiration, purple-prosed praise, husky huzzahs and 5 ARCs a piece to these noteworthy though still unpublished "Your Turn" contributors: Jeremiah Goodwin, Swan Lake, NY; Dwain R. Curry, Marydel, DE; Dean McMorrine, Peru, IN; Angelo Gagliano, NY, NY; Pat Picarsic, Binghamton, NY; Valerie & Duncan Barlow, Louisville, KY; Wayne Deer, Monroe, CT; Rupel Patelin, Edison, NJ; "Rollo", Warren, MI, and Jay Swartzwelder, Mechanicsburg, PA.

MOM'S REVENGE

Asteroids, Warlords, Missile Command!
Against these Invaders, mom made her stand.
One hour a day was her **Combat** cry,
Without even giving poor **Pac-Man** a try.
Something had to be done, it was plain to see,
If we ever wanted to try **Math Gran Prix.**
We coaxed and we prodded and urged her to play,
One of these games at least ten times a day.
'Til one quiet evening mom went **Berzerk,**
And grabbing the joysticks gave them a jerk.
Her revenge was astounding, I'm shocked to say,
We haven't played anything since that fateful day.
We'd all like to play the **Air-Sea Battle,**
If we could just get mom away from the paddle!

from Jackie Dionne
Bangor, ME

from Joey Crain
Florence, MS

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The Clubhouse Store

Atari Club

DOUBLE FUN SAVINGS!

ORDER TWO OR MORE ATARI 2600 SYSTEM CARTRIDGES FROM THIS PAGE AND PAY THE SPECIAL DOUBLE FUN PRICE SHOWN

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Regular Club Price $19.95
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YARS' REVENGE
Regular Club Price $19.95
DOUBLE FUN PRICE
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GALAXIAN
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PLEASE NOTE: You **must** order at least two cartridges from this page to qualify for these special prices.

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WITH 5200 CARTRIDGE PURCHASE $27.99
(Item Code A69)

ATARI 5200 TRAK-BALL CONTROLLER
Get real arcade action for your Atari 5200 system.
Regular Club Price $74.95
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Offer expires May 15, 1984

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☐ Millipede™	Item Code G28 $36.95
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☐ Pengo[11]	Item Code G25 $36.95
☐ Pole Position[12]	Item Code G16 $36.95
☐ Qix[13]	Item Code G14 $28.95
☐ Robotron:2084[14]	Item Code G26 $36.95
☐ Soccer	Item Code G05 $28.95
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